**Game Critique Template**

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| *Overview* | *Description* | | |
| Title | Civilization IV | | |
| Concept | The main point of this game is to create a nation from the beginning of time towards modern times. You win using several different techniques. First, you defeat all of your enemies militarily. You can also bring all of them into an alliance of some kind. This is considered a diplomatic victory. You can also win by spreading your culture across the world and taking over cities culturally rather than militarily. Another option is considered the space race victory. A space race requires that you launch a ship the Alpha Centauri, ensuring that your civilization is the one remembered. It is also possible to quit the game at any time and receive a civilization score to see how you were doing compared to your opponents. In order to achieve this objective, a player must build cities, develop infrastructure, command battles, engage in diplomacy, and compete for resources. A civilization game can take a few days to complete on a large map and there are a lot of potential outcomes to each game. | | |
| Learning Objectives *(explicit or implicit)* | 1. To understand the connection between geography and a civilizations resources. 2. To understand how infrastructure can improve a civilizations ability to compete. 3. To learn the names of famous leaders. 4. To learn the name of civilizations cities and capitals. 5. To learn about the general technological progression of human civilization. 6. To see how technological innovation affected the power of a given civilization. | | |
| Assessment *(explicit or implicit)* | The game gives each player a civilization score at the end of the game. This score is a combination of all their science, cultural, militarily, and religious scores. | | |
| Content *(explicit or implicit)* | Technology and civilization, world leaders, geography, history, civics. | | |
| Values & Skills *(explicit or implicit)* | Strategic thinking (planning a head), cooperation and diplomacy, | | |
| Game Method/Style | This is an over head strategy game. You look over the civilization you are creating from a third person “god” like perspective. The game map is basically a large grid. The player’s objective is to create towns, develop infrastructure and create a civilization that is stronger than the other ones. You have several different ways to accomplish this that I talk about above. The other players will be attempting to do the same thing you are so learning to adapt to your competitors strategy is essential to victory. The game in won when one side or another finishes one of the previously mentioned victory conditions. | | |
| Audience | The audience is anywhere between young teen to adult. The game is probably too complicated for a young audience but it has enough depth to it to keep even adult players interested in its system. | | |
| Platform | PC | | |
| Publisher | 2k Games and Aspyr | | |
| Developer | Fraxis Games | | |
| Release Date | 10/25/2005 | | |
| *Design Aspects* | *High* | *Average* | *Low* |
| Graphics & Sound |  | The game is 5 years old now so it fits well into this category. |  |
| Playability |  | There is a learning curve with this game but it doesn’t require anything other than patience |  |
| Entertainment | What you can do with this game is endless and the fun you will get from it depends on your interests. |  |  |
| Replay Value | Dozens of civilizations and 7 different victory conditions plus randomly generated maps and custom games makes for a lot of replay value. |  |  |

The above criteria were adapted from: Rice, 2007; Oblinger, 2006, and Game Informer Magazine